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1   A pluggable service-to-service communication mechanism for home multimedia networks
    Jin Nakazawa, Hideyuki Tokuda
    December 2002 MULTIMEDIA '02: Proceedings of the tenth ACM international conference on Multimedia
    Publisher: ACM
    Full text available: ▦ pdf(436.61 KB) Additional Information: full citation, abstract, references

        This paper proposes a pluggable service-to-service (S2S) communication
        mechanism in a middleware for home networks, called Virtual Networked
        Appliance (VNA) architecture. In the architecture, service description
        method and the plug-gable S2S communication ...

2   A call for the home media network
    Gordon Bell, Jim Gemmell
    July 2002 Communications of the ACM,   Volume 45 Issue 7
    Publisher: ACM

                                          Additional Information: full citation,
                                                                   abstract,
    Full text available: ▦ pdf(283.51 KB) ▦ html(26.70 KB)   references,
                                                                   cited by,
                                                                   index terms

        "The best way to predict the future is to invent it."---Alan Kay "...or at
        least posit a vision for others to build."---The authors

3   Learning Bayesian network classifiers by maximizing conditional likelihood
    Daniel Grossman, Pedro Domingos
    July 2004 ICML '04: Proceedings of the twenty-first international conference on Machine learning
    Publisher: ACM
    Full text available: ▦ pdf(187.23 KB) Additional Information: full citation, abstract, references, cited by

        Bayesian networks are a powerful probabilistic representation, and their
        use for classification has received considerable attention. However, they
        tend to perform poorly when learned in the standard way. This is
        attributable to a mismatch between the ...

4 System management and automatic reconfiguration algorithms for in-home digital networks

András Montvay

October 1999 MULTIMEDIA '99: Proceedings of the seventh ACM international conference on Multimedia (Part 2)

Publisher: ACM

Full text available: pdf(254.98 KB)   Additional Information: full citation, references, cited by, index terms

Keywords: automatic reconfiguration, graph mapper, in-home digital network, system management

5 InfoPoint: A Device that Provides a Uniform User Interface to Allow Appliances to Work Together over a Network

Naohiko Kohtake, Jun Rekimoto, Yuichiro Anzai

January 2001 Personal and Ubiquitous Computing, Volume 5 Issue 4

Publisher: Springer-Verlag

Full text available: pdf(563.67 KB)   Additional Information: full citation, abstract, cited by, index terms

This paper proposes a new hand-held device called "InfoPoint" that allows appliances to work together over a network. We have applied the idea of "drag-and-drop" operation as provided in the GUIs of PC and workstation desktop …

6 Multimedia room bridge adapter for seamless interoperability between heterogeneous home network devices

Sung Ho Park, Myung Jin Lee, Soon Ju Kang

January 2008 MG '08: Proceedings of the 15th ACM Mardi Gras conference: From lightweight mash-ups to lambda grids: Understanding the spectrum of distributed computing requirements, applications, tools, infrastructures, interoperability, and the incremental adoption of key capabilities

Publisher: ACM

Full text available: pdf(349.62 KB)   Additional Information: full citation, abstract, references

A home network is a typical ubiquitous computing network that consists of various consumer devices and service environments. Home networks are requiring increasingly more complicated services, such as multimedia home theater and the monitoring and controlling …

Keywords: distributed network, home network, multimedia room bridge adapter, seamless interoperability

7 Engineering component-based net-centric systems for embedded applications

Jens H. Jahnke

September 2001 ESEC/ FSE-9: Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering

Publisher: ACM

Full text available: pdf(1.39 MB)   Additional Information: full citation, abstract, references, cited by, index terms

The omnipresence of the Internet and the World Wide Web (Web) via

phone lines, cable-TV, power lines, and wireless RF devices has created an inexpensive media for telemonitoring and remotely controlling distributed electronic appliances. The great variety ...

Keywords: SDL, component-oriented development, embedded softare, network-centric computing

8   iTV handbook: technologies & standards
    Eddie Schwalb
    April 2004 Computers in Entertainment (CIE),   Volume 2 Issue 2
    Publisher: ACM

    Full text available: pdf(335.60 KB)   Additional Information: full citation, abstract, index terms

    Interactive television (iTV) is an evolutionary merging of digital TV and the internet. iTV technology offers new powerful ways for consumers to interact with content and service providers. In Europe, iTV has gained significant traction during the turn ...

    Keywords: QuickTime, avi, broadcast, compression, digital tv, gif, interactive tv, internet, media streaming, mp3, network file system, zip

9   Engineering component-based net-centric systems for embedded applications
    Jens H. Jahnke
    September 2001 ACM SIGSOFT Software Engineering Notes,   Volume 26 Issue 5
    Publisher: ACM

    Full text available: pdf(1.39 MB)   Additional Information: full citation, abstract, references, cited by, index terms

    The omnipresence of the Internet and the World Wide Web (Web) via phone lines, cable-TV, power lines, and wireless RF devices has created an inexpensive media for telemonitoring and remotely controlling distributed electronic appliances. The great variety ...

    Keywords: SDL, component-oriented development, embedded softare, network-centric computing

10 Networked appliances in home entertainment
    Madjid Merabti
    December 2006 CyberGames '06: Proceedings of the 2006 international conference on Game research and development
    Publisher: Murdoch University

    Full text available: pdf(577.30 KB)   Additional Information: full citation, abstract, references, index terms

    In recent years, advances in multimedia applications, services and intelligent networked appliances have been making ubiquitous home environments a reality. As broadband becomes part of our household infrastructure, in the same way we receive water, ...

    Keywords: dynamic service composition, home networking, interoperability, multimedia services, networked appliances, service descriptions, ubiquitous computing

11
    Supporting service discovery, querying and interaction in ubiquitous computing environments

Adrian Friday, Nigel Davies, Elaine Catterall
May 2001 MobiDe '01: Proceedings of the 2nd ACM international workshop
on Data engineering for wireless and mobile access
Publisher: ACM

Full text available: pdf(60.62 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Future computing environments will consist of a wide range of network
based appliances, applications and services interconnected using both
wired and wireless networks. In order to encourage the development of
applications in such environments and remove ...

Keywords: Mobile and ubiquitous computing, middleware, service
discovery, service interaction

12 Hiding complexity and heterogeneity of the physical world in smart
living environments
Thierry Bodhuin, Gerardo Canfora, Rosa Preziosi, Maria Tortorella
April 2006 SAC '06: Proceedings of the 2006 ACM symposium on Applied
computing
Publisher: ACM

Full text available: pdf(290.47 KB)   Additional Information: full citation, abstract, references, index terms

Continuous technological advances lead to computerize all the electronic
devices and connect them in a network, so that in the future physical and
virtual worlds will be integrated and interoperate each other at the point
that browsing the reality will ...

Keywords: coordination mechanisms, devices virtualization, entity
description graph, physical concepts, virtual world

13 Component-based development of Web-enabled eHome services
Michael Kirchhof, Sebastian Linz
September 2005 Personal and Ubiquitous Computing,   Volume 9 Issue 5
Publisher: Springer-Verlag

Full text available: pdf(393.63 KB) Additional Information: full citation, abstract

In this paper we will take a look at the inside of connected homes, which
build up complex IT systems. The building blocks of such systems are
electronic devices, networks, and *services*, which empower the user to
interact with his environment. ...

Keywords: Component-based development, OSGi, PowerArchitecture,
Software engineering, eHome

14 Experiences with building middleware for audio and visual networked
home appliances on commodity software
Tatsuo Nakajima
December 2002 MULTIMEDIA '02: Proceedings of the tenth ACM
international conference on Multimedia
Publisher: ACM

Full text available: pdf(730.82 KB)   Additional Information: full citation, abstract, references, cited by

In this paper, we describe our currently ongoing work to build distributed
middleware for networked audio and visual home appliances, which is
executed on commodity software. The current prototype has adopted
HAVi(Home Audio/Video Interoperability) as ...

15 Parallel state space construction for model-checking
Hubert Garavel, Radu Mateescu, Irina Smarandache
May 2001 SPIN '01: Proceedings of the 8th international SPIN workshop on
         Model checking of software
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(206.13 KB)   Additional Information: full citation, abstract,
                                                     references, cited by

   The verification of concurrent finite-state systems by model-checking
   often requires to generate (a large part of) the state space of the system
   under analysis. Because of the state explosion problem, this may be a
   resource-consuming operation, both ...

   Keywords: LOTOS, distributed algorithms, labeled transition system,
   model-checking, state space construction, verification

16 Position paper: the role of platforms and operating systems in
    supporting home networks
Nigel Davies, Pierre-Guillaume Raverdy
September 2000 EW 9: Proceedings of the 9th workshop on ACM SIGOPS
               European workshop: beyond the PC: new challenges for the
               operating system
Publisher: ACM
Full text available: pdf(37.75 KB) Additional Information: full citation, abstract, references

   As researchers look beyond the PC there is increasing interest in
   developing and deploying sophisticated home networks. Such networks
   might allow the seamless integration of information and services
   produced both within the home and externally, enabling ...

17 Multimedia middleware for the future home
Reinhard Baler, Christian Gran, Angela Scheller, Andreas Zisowsky
October 2001 M3W: Proceedings of the 2001 international workshop on
             Multimedia middleware
Publisher: ACM
Full text available: pdf(730.19 KB)   Additional Information: full citation, abstract,
                                                     references, index terms

   Applications which are intended for the home of the future require a
   common multimedia middleware which takes the particular requirements
   of residential environments into account. HAVi is a potential candidate for
   such a middleware. It aims to handle ...

   Keywords: home networking, multimedia middleware

18 Pervasive Servers: A framework for creating a society of appliances
Tatsuo Nakajima
July 2003 Personal and Ubiquitous Computing,   Volume 7 Issue 3-4
Publisher: Springer-Verlag
Full text available: pdf(352.36 KB)   Additional Information: full citation, abstract, index
                                                     terms

   The paper proposes a framework to support spontaneous interaction
   among information appliances in our daily computing environments by
   creating a society of appliances. Our framework, that we call Pervasive
   Servers, embeds micro-servers called stationary ...

Keywords: Appliances, Software infrastructure, Spontaneous interaction

19 Inventing the networked home: Sun, 3 Com, and other companies
share their visions of the future at CES
Brent Butterworth
March 2000 netWorker, Volume 4 Issue 1
Publisher: ACM

Full text available: pdf(1.56 MB) html(17.13 KB) Additional Information: full citation,
index terms

20 Using mobile code to create ubiquitous augmented reality
Kari J. Kangas, Juha Röning
March 2002 Wireless Networks, Volume 8 Issue 2/3
Publisher: Kluwer Academic Publishers

Full text available: pdf(239.77 KB) Additional Information: full citation, abstract,
references, index terms

Augmented reality systems supplement reality by adding virtual objects
into a real-world view. In this article, we describe a flexible mobile code
approach for implementing ubiquitous, active, and mobile augmented
reality systems. We will concentrate ...

Keywords: augmented reality, mobile code, mobile computing,
ubiquitous computing

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